



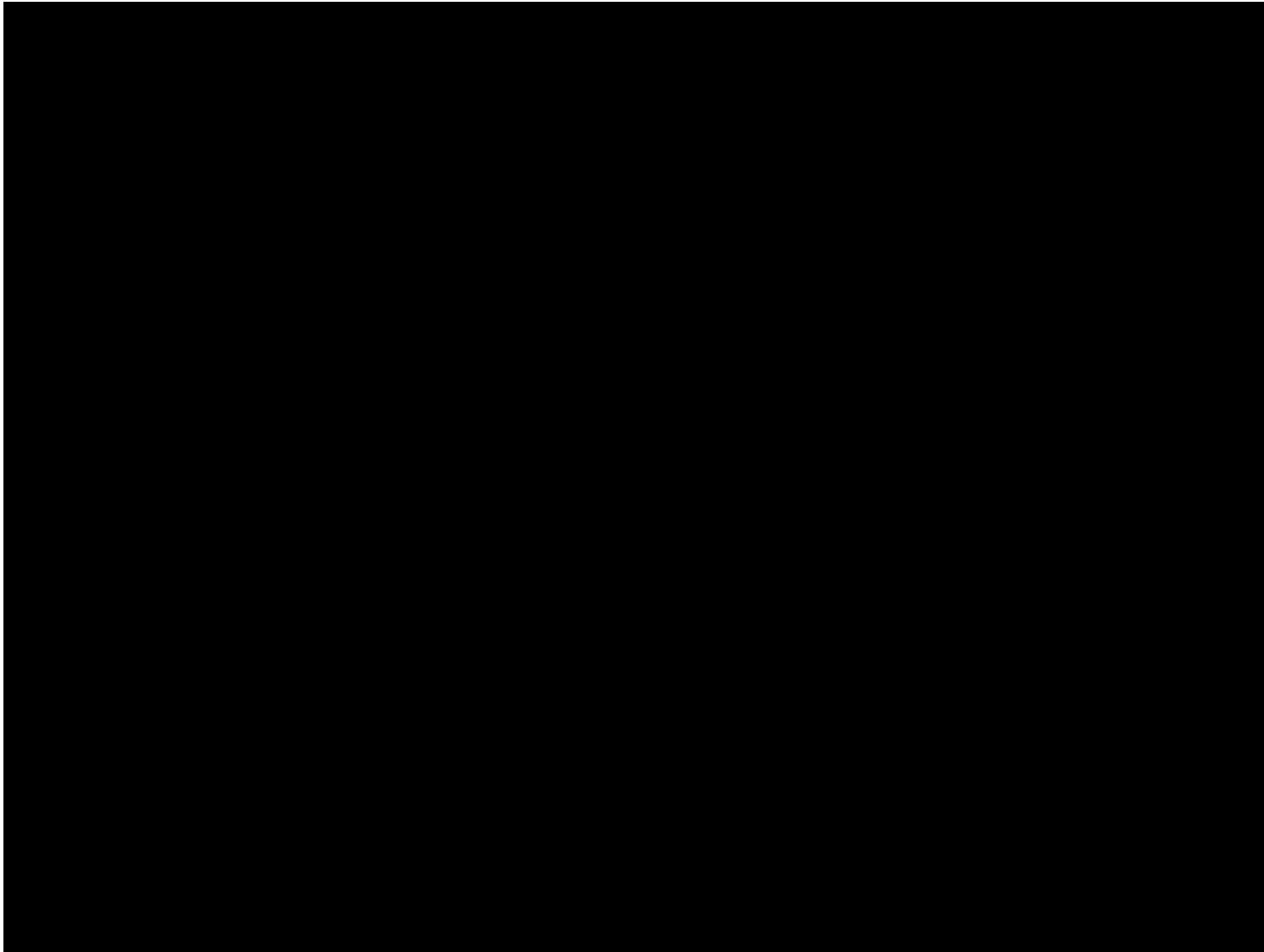
**Productive Potato Sloth**

# An overview of our specification

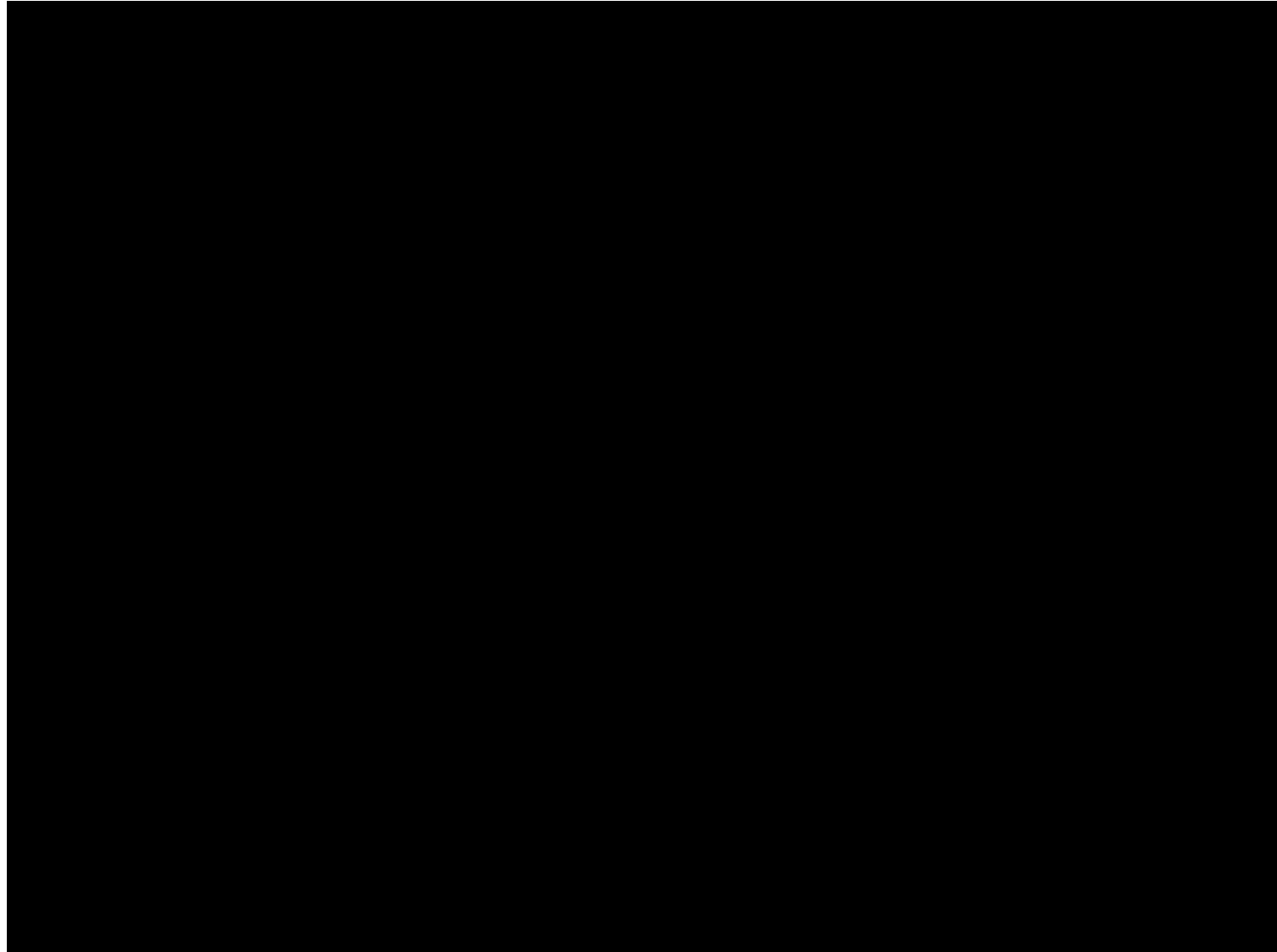
- productivity application
- users may:
  - create accounts and log in
  - create, view, and edit tasks
  - invite and accept invitations to collaborate on tasks
  - initiate timers
  - contribute to a chat room discussion on each task
  - create and view events
  - view usage statistics

# Logging In / Creating an Account (User)

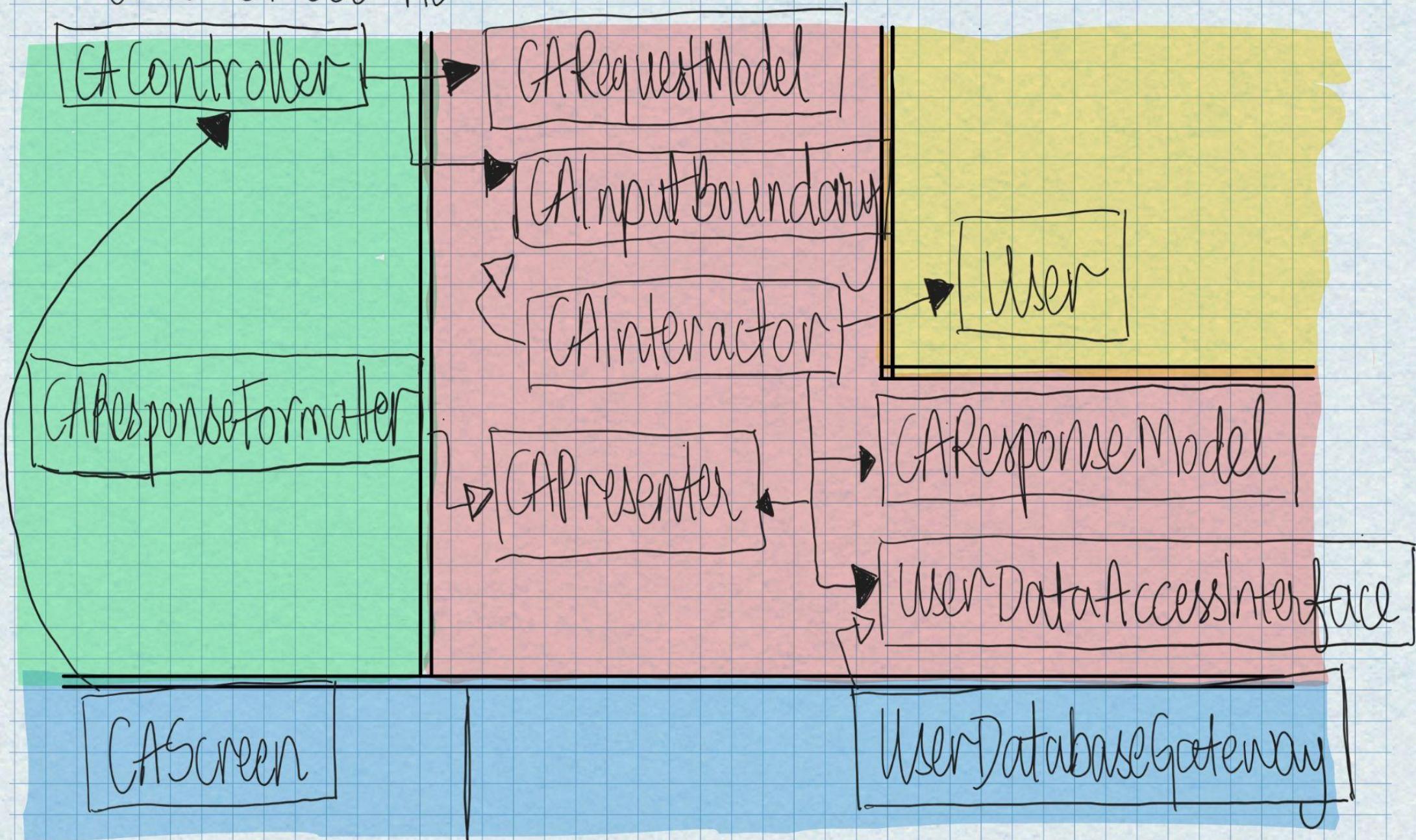
# Create Account Demo!



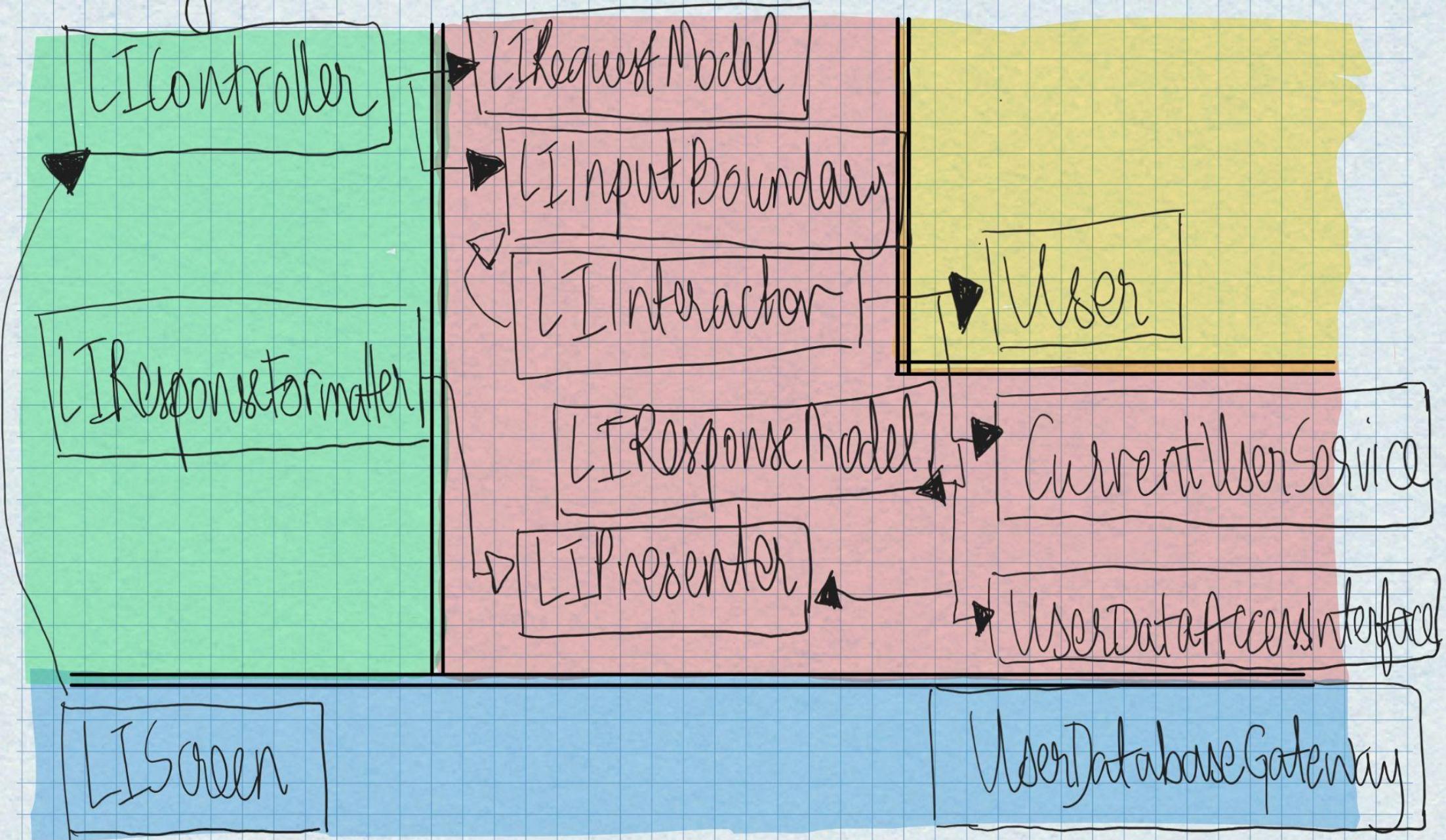
# Login Demo!



# Create Account



Login



# Do we appreciate Software Engineers enough?

CreateAccountInteractor

Responsibilities

- createAccount:
  - Alternatively, allows user to create login with unique username and password. If username exists, gives error that "this username is invalid."
  - Updates User.username and User.password

Collaborators

- User

LoginPageInteractor

Responsibilities

- login:
  - Allows user to input a username and password.
- checkUsername:
  - Checks if username exists. If yes, confirms that password corresponds to username. If not, gives error that "username does not exist" or "password is incorrect".

Collaborators

- User

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```
Vishnu Nittoor
public static void main(String[] args) throws IOException {
    JFrame application = new JFrame("Create Account");
    CardLayout cardLayout = new CardLayout();
    JPanel screens = new JPanel(cardLayout);
    application.add(screens);

    User DataAccessInterface gateway = new UserDatabaseGateway(relativePath: "database/UserFile1.ser");
    CurrentUserService service = new CurrentUserService();

    System.out.println(gateway.getAll().get(0).getPassword());

    CreateAccountPresenter presenter = new CreateAccountResponseFormatter();

    CreateAccountInputBoundary createAccountInteractor = new CreateAccountInteractor(gateway, presenter);

    CreateAccountController createAccountController = new CreateAccountController(createAccountInteractor);

    CreateAccountScreen createAccountScreen = new CreateAccountScreen(createAccountController);

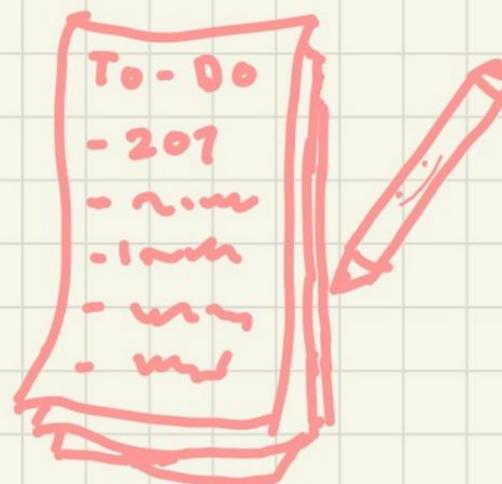
    screens.add(createAccountScreen, constraint: "hello");

    cardLayout.show(screens, name: "create account");
    application.pack();
    application.setVisible(true);
}
```

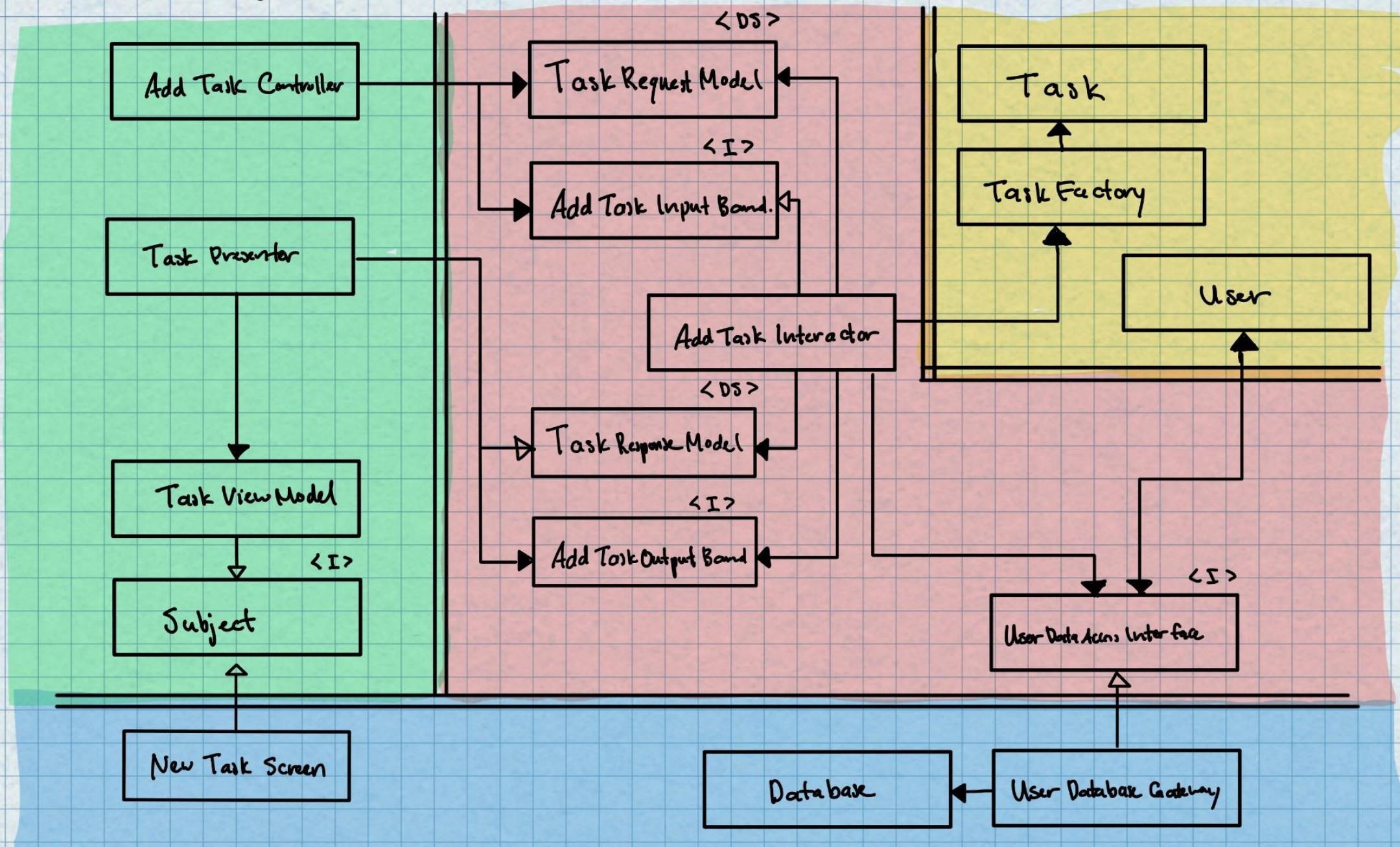
Task List

# Features!

- Add + Delete Tasks
- Task Descriptions
- Checkboxes!
- Creating + Adding custom Tags
- Events
- Collaborators
- Chatrooms!

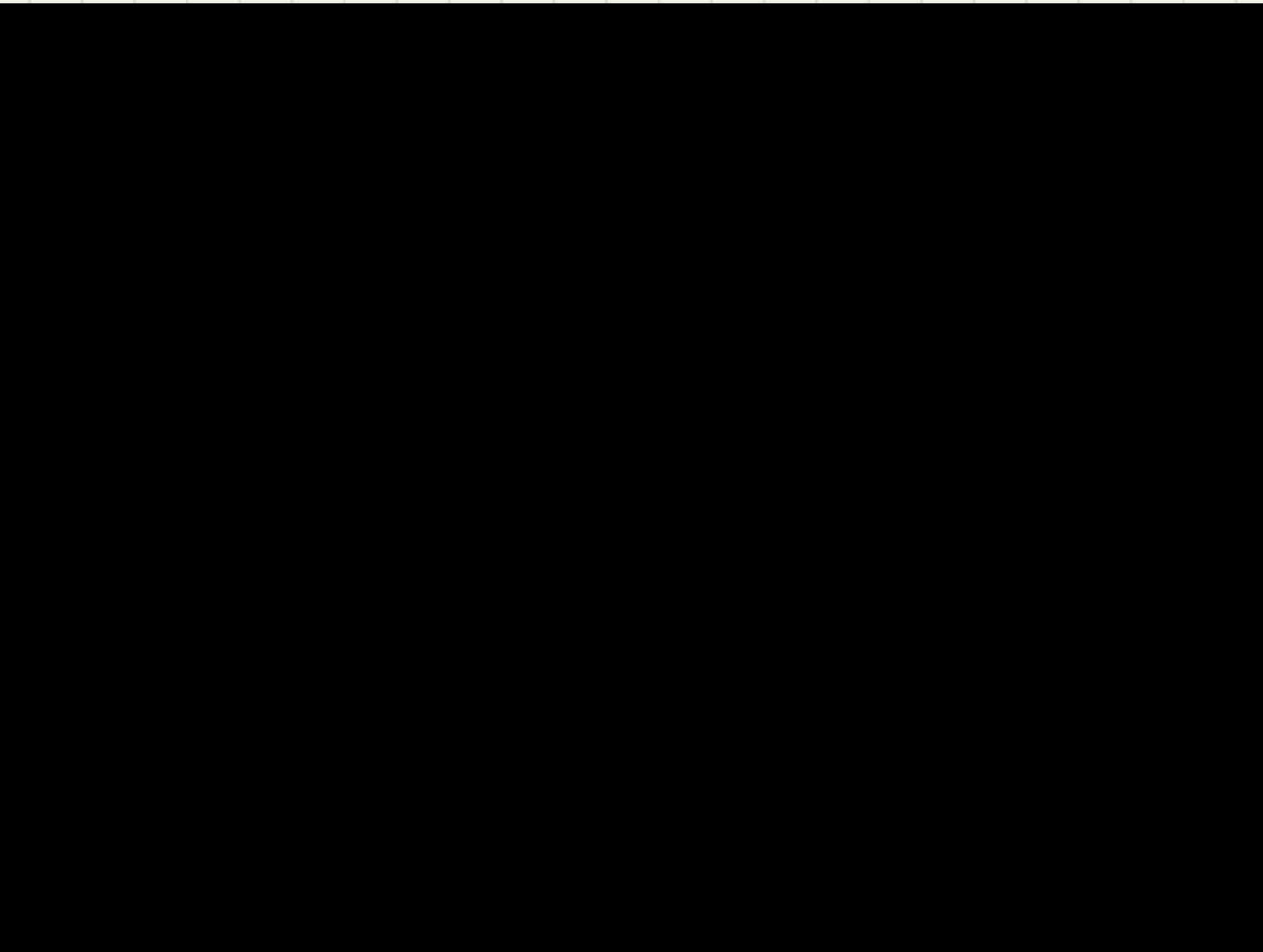


# Adding Tasks



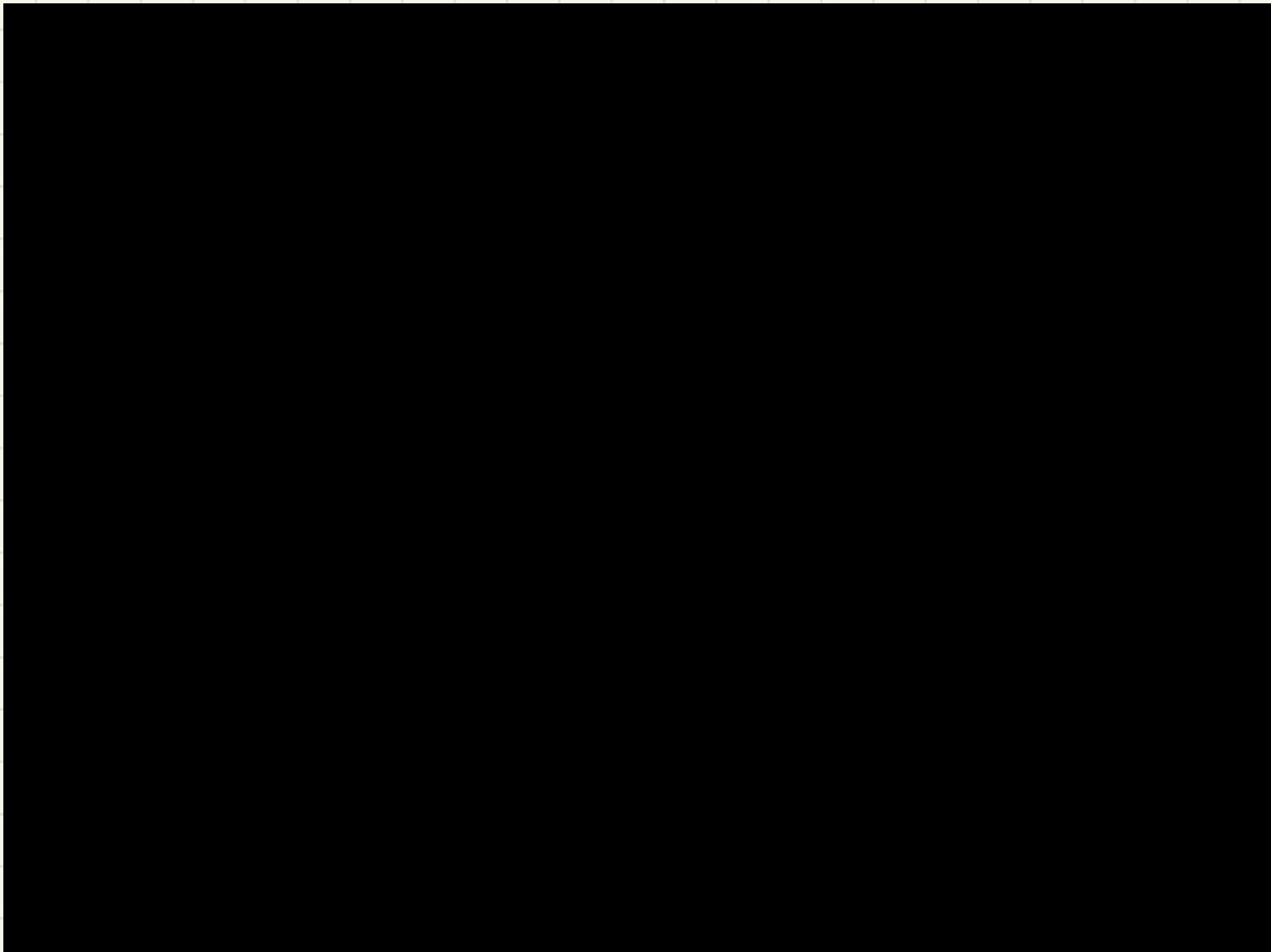
Feature Demo (!?)

Adding a Task



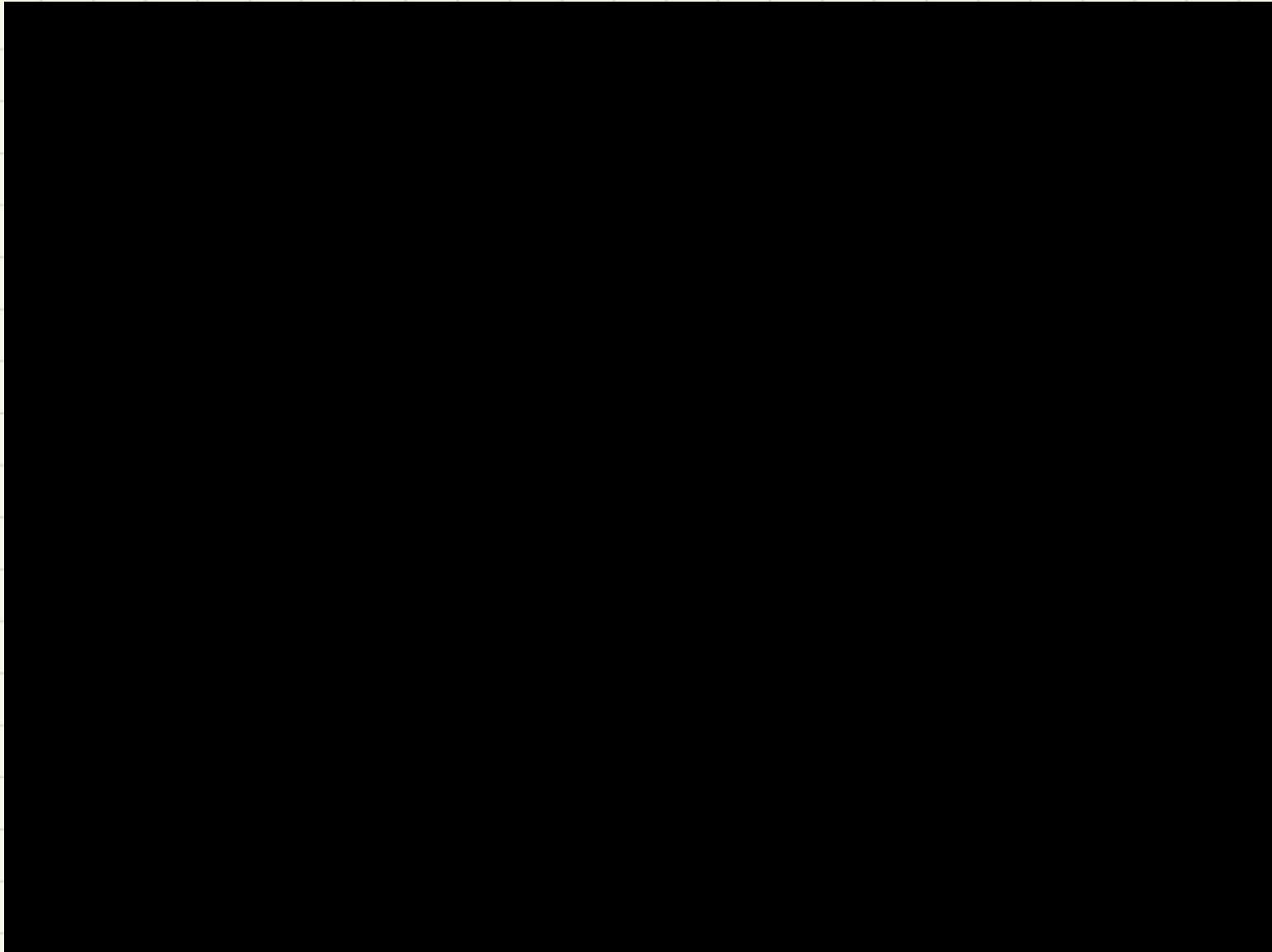
# Feature Demo (!!)

## Deleting a Task



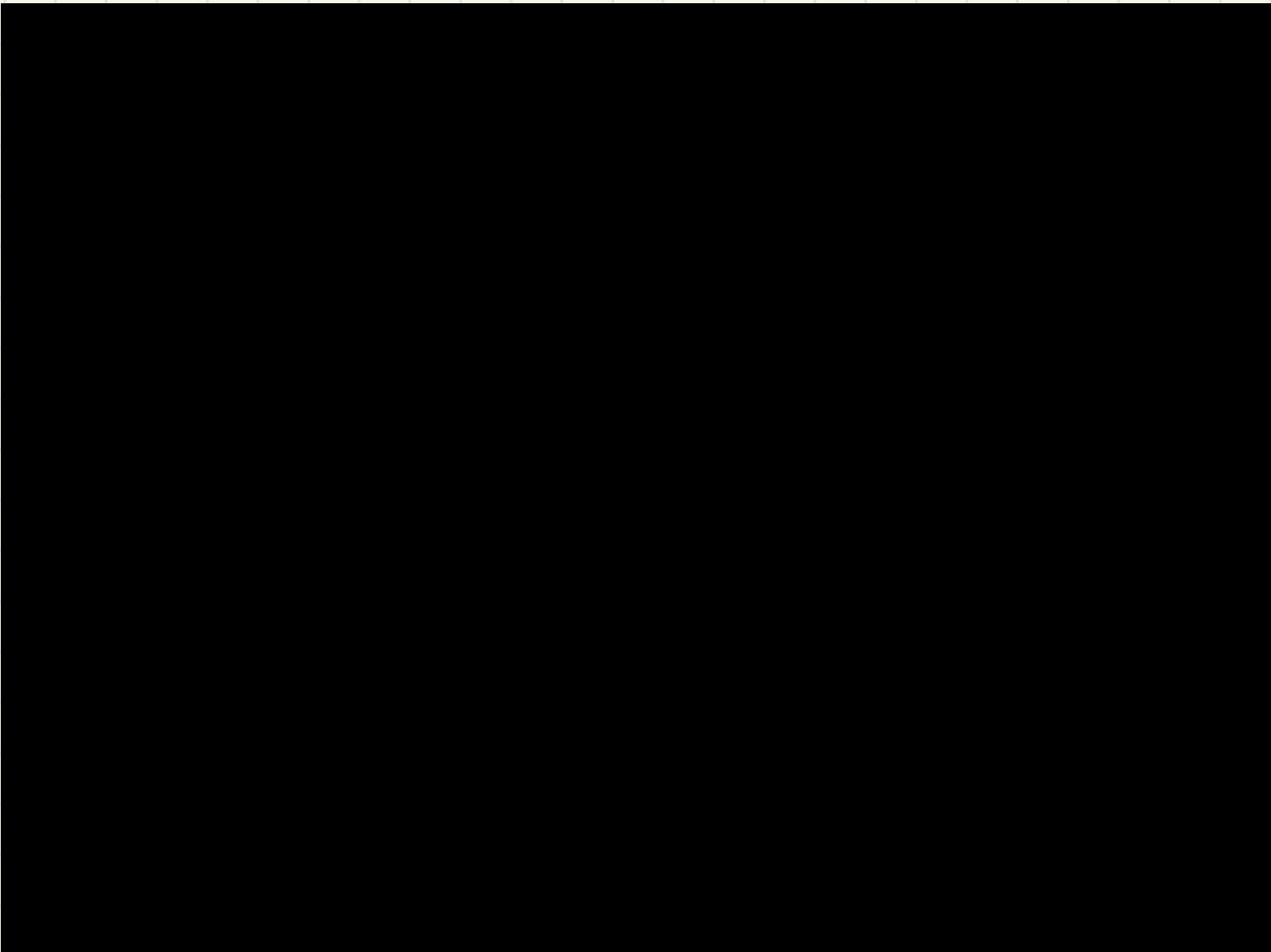
Feature Demo (!!)

Dynamic updating



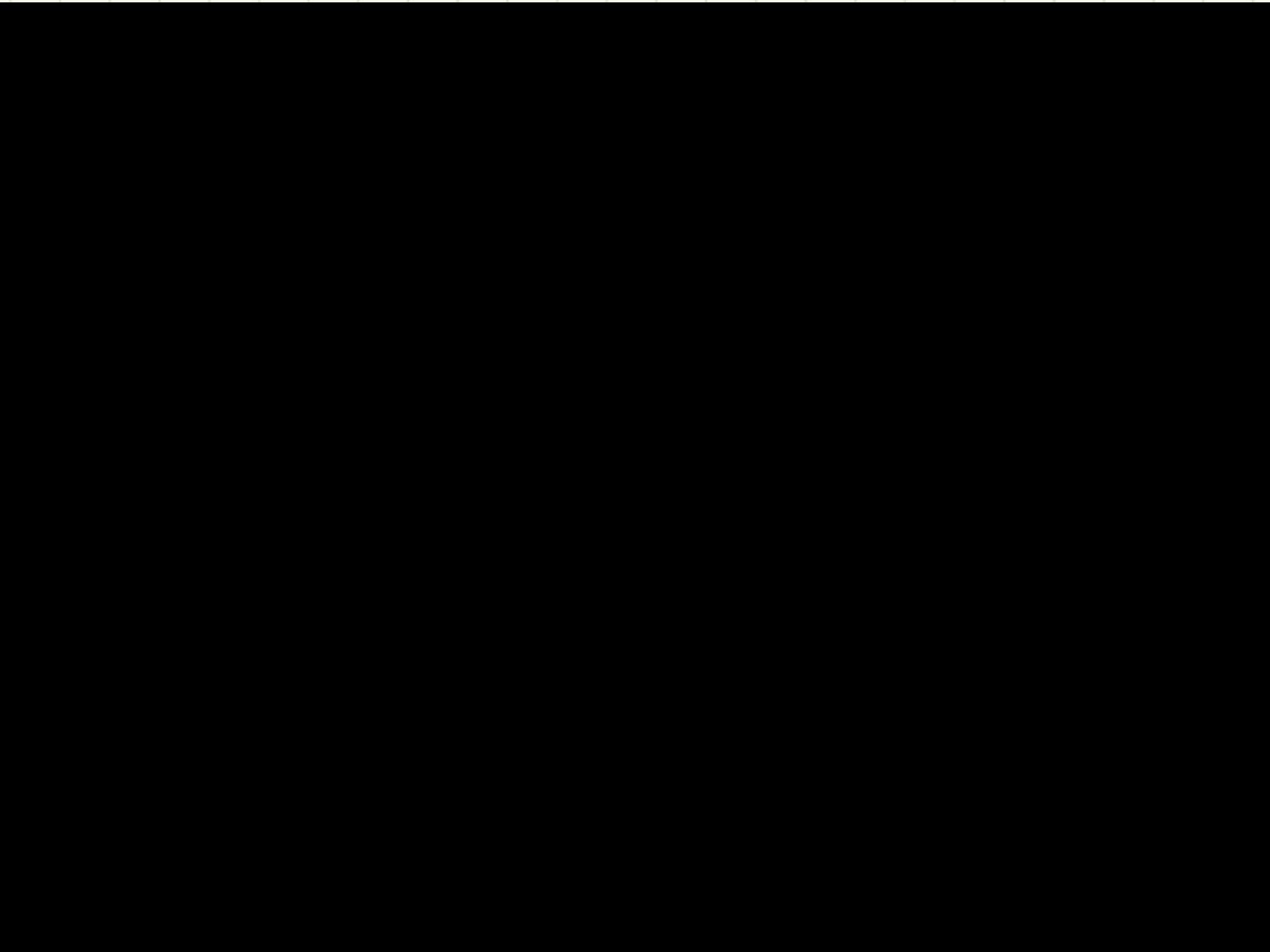
# Feature Demo (!!)

## Editing a Task



Feature Demo (!!)

MERROR!!! M



Issue !!

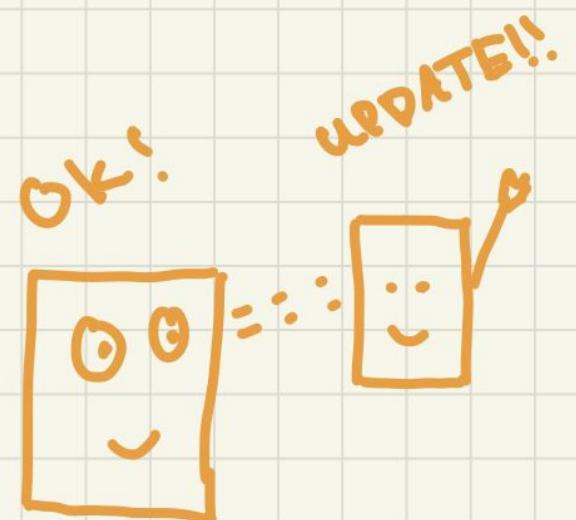
- How well my screens reflect any changes to tasks ?

### Solutions (?)

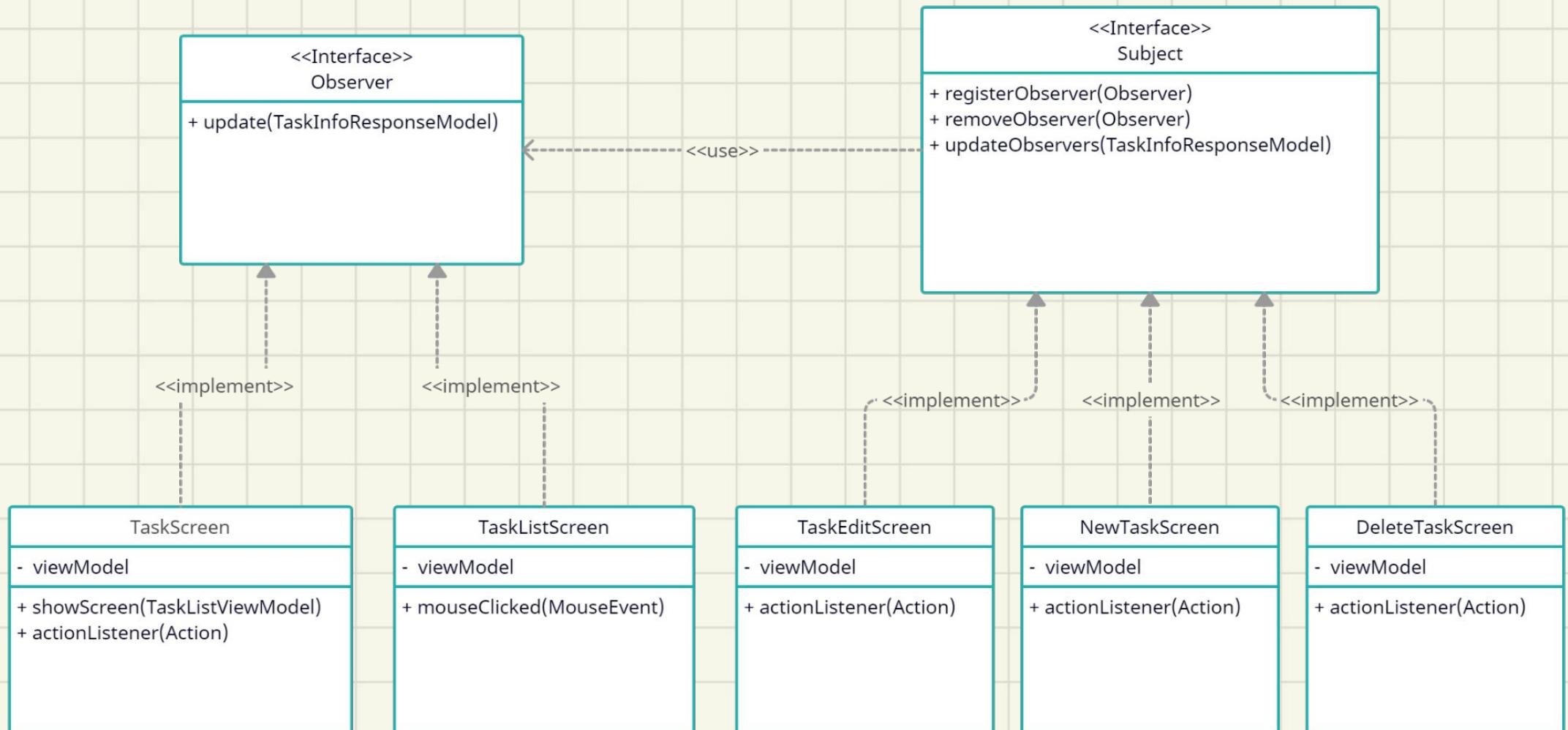
- Constantly check for updates
- X HORRIBLE Design
- Observer pattern

✓ Clean, open for extension

SOLID !

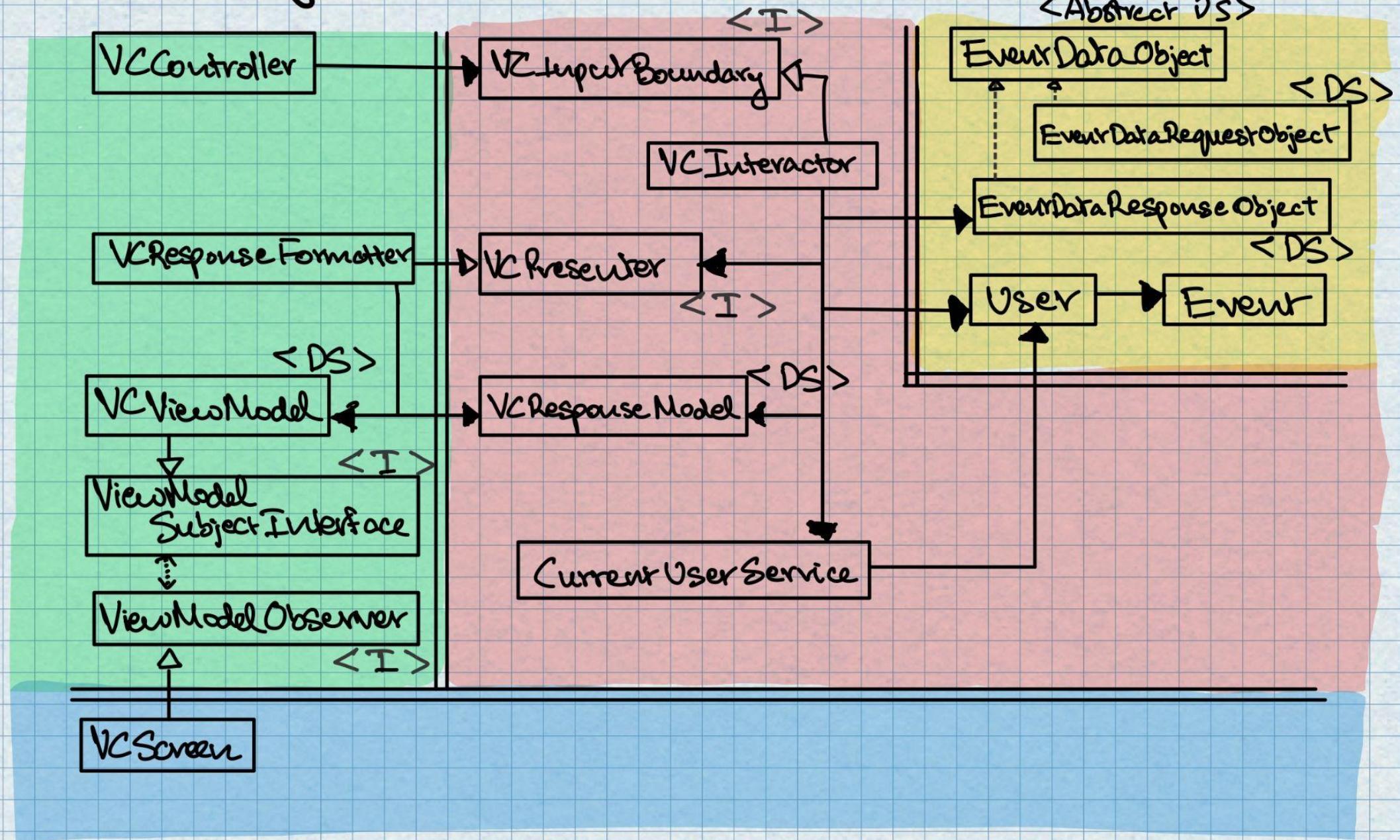


# Observer Design

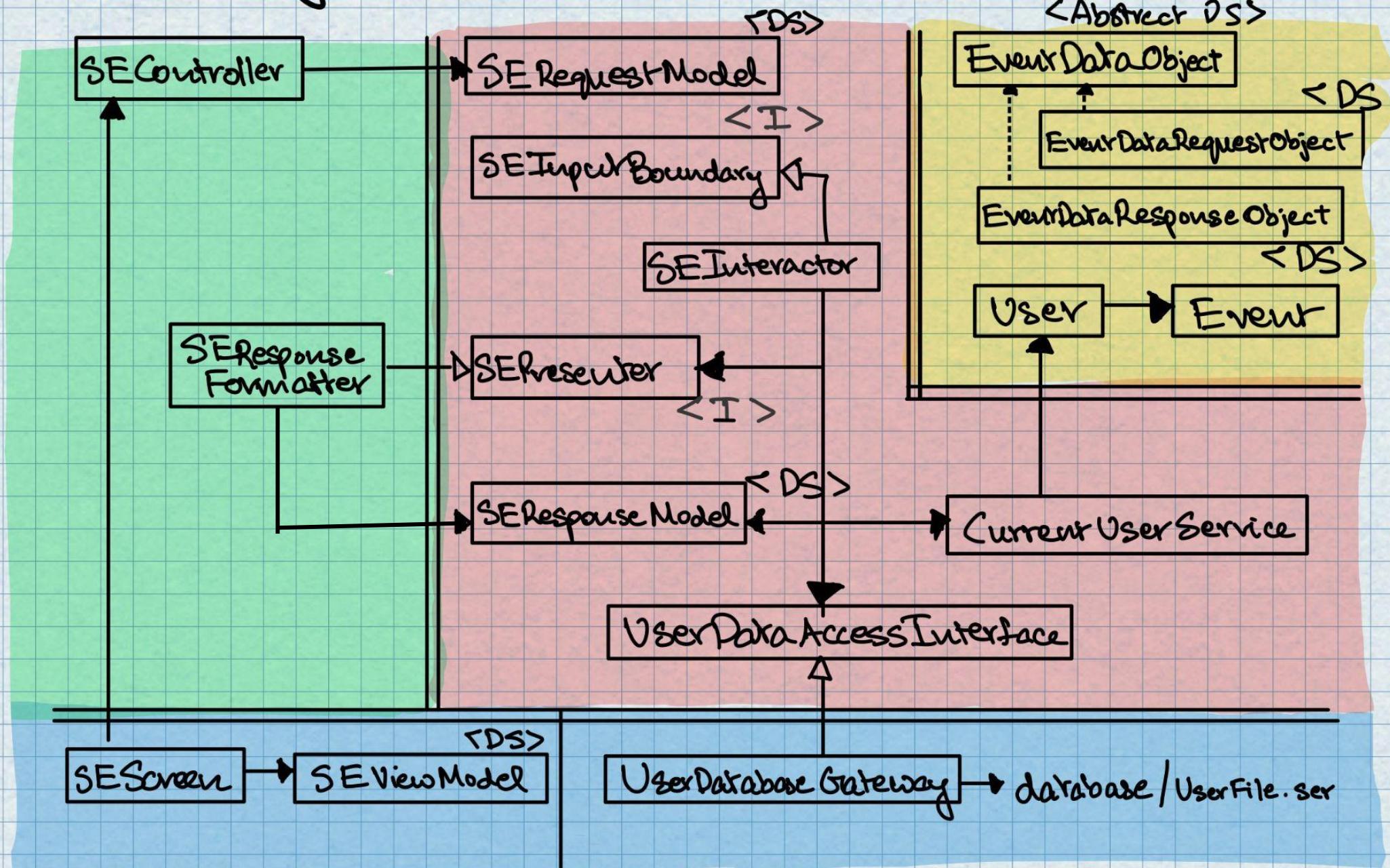


Viewing and Scheduling events

# Viewing Events



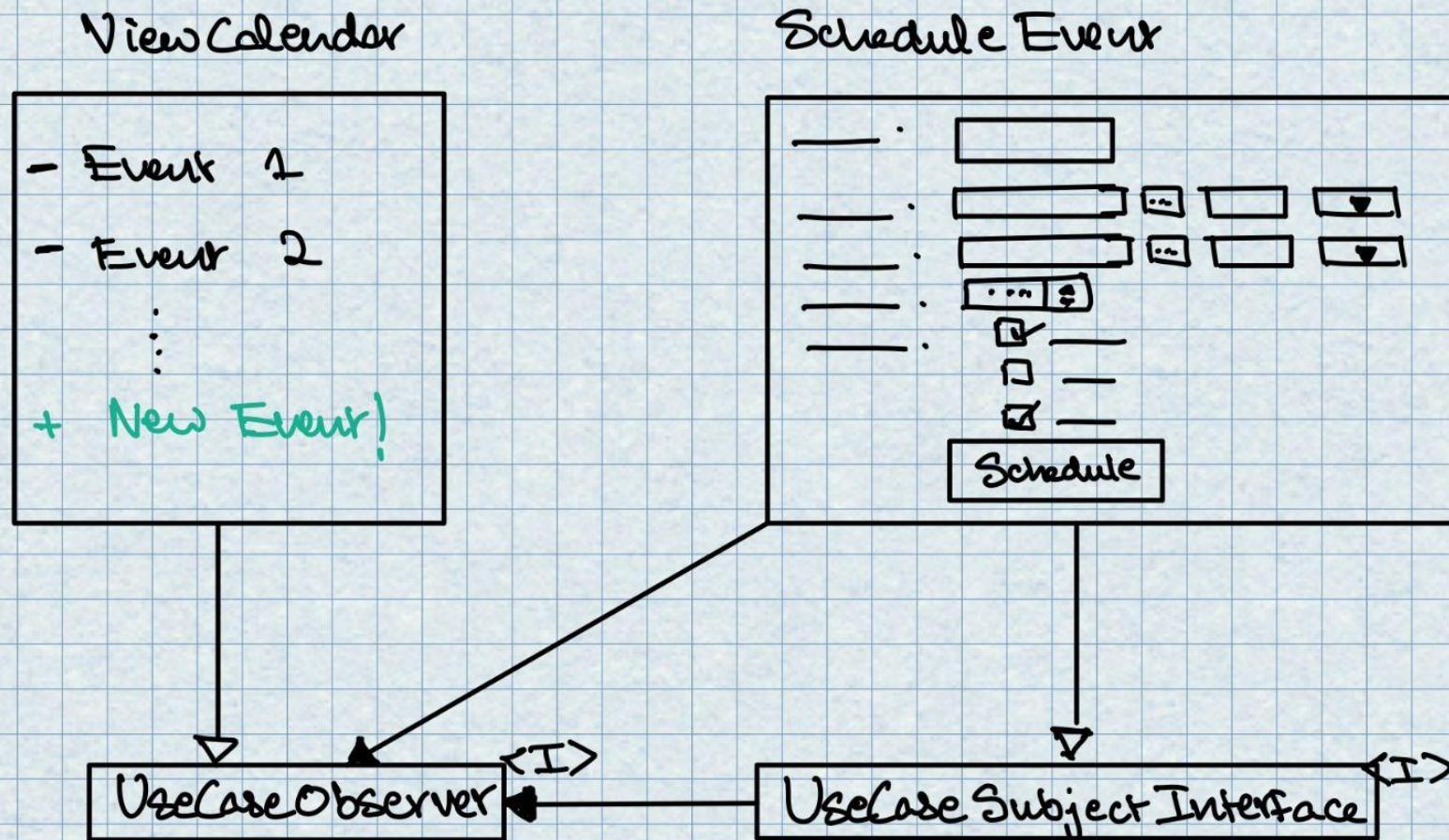
# Scheduling Events



"I want to view my events while I schedule them!"

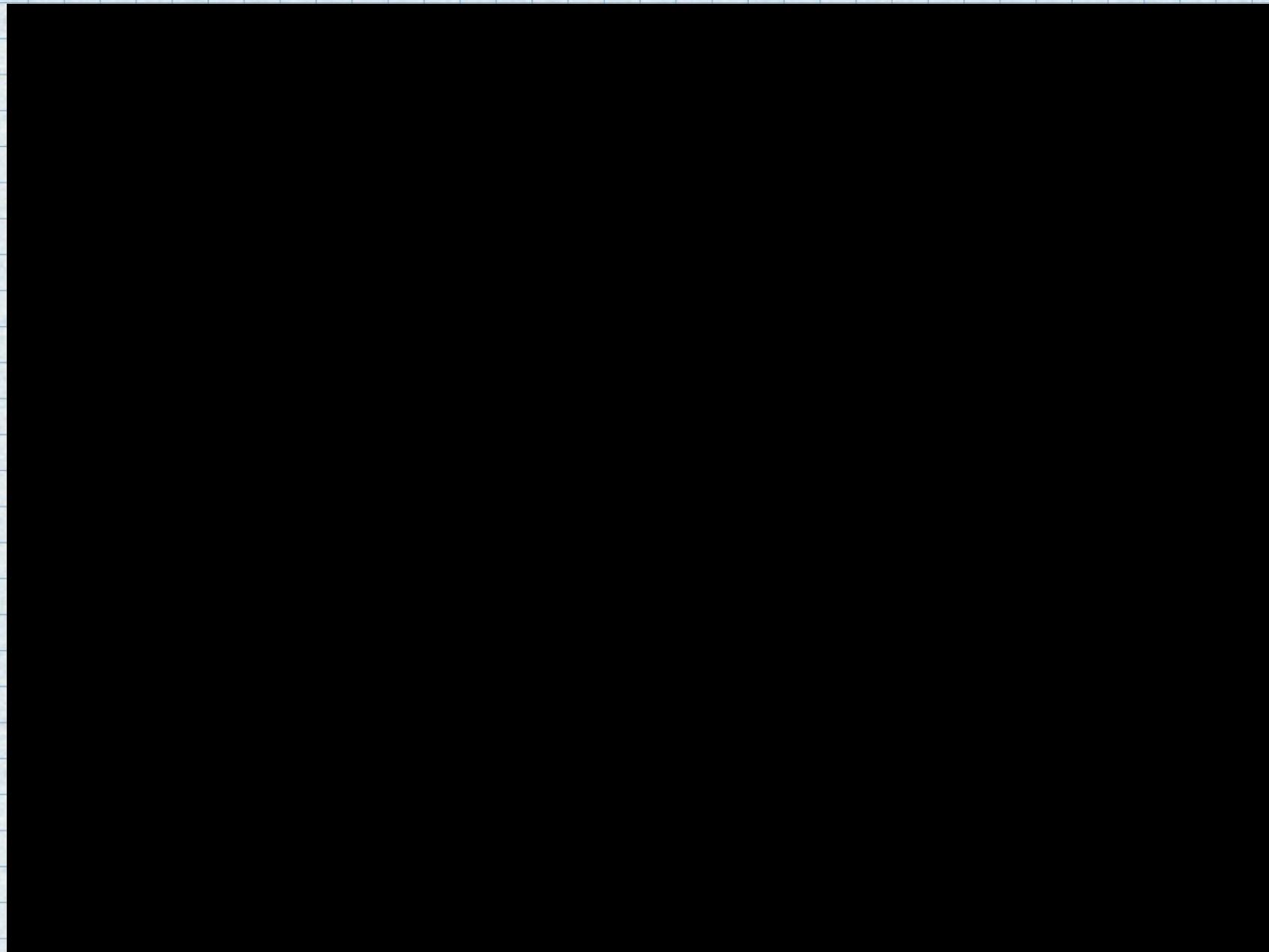
— Disgruntled User Who Kind of Has a Point

Solution: Run the ViewCalendarScreen and ScheduleEventScreen parallelly, and use the Observer pattern to trigger updates.



Demo 1

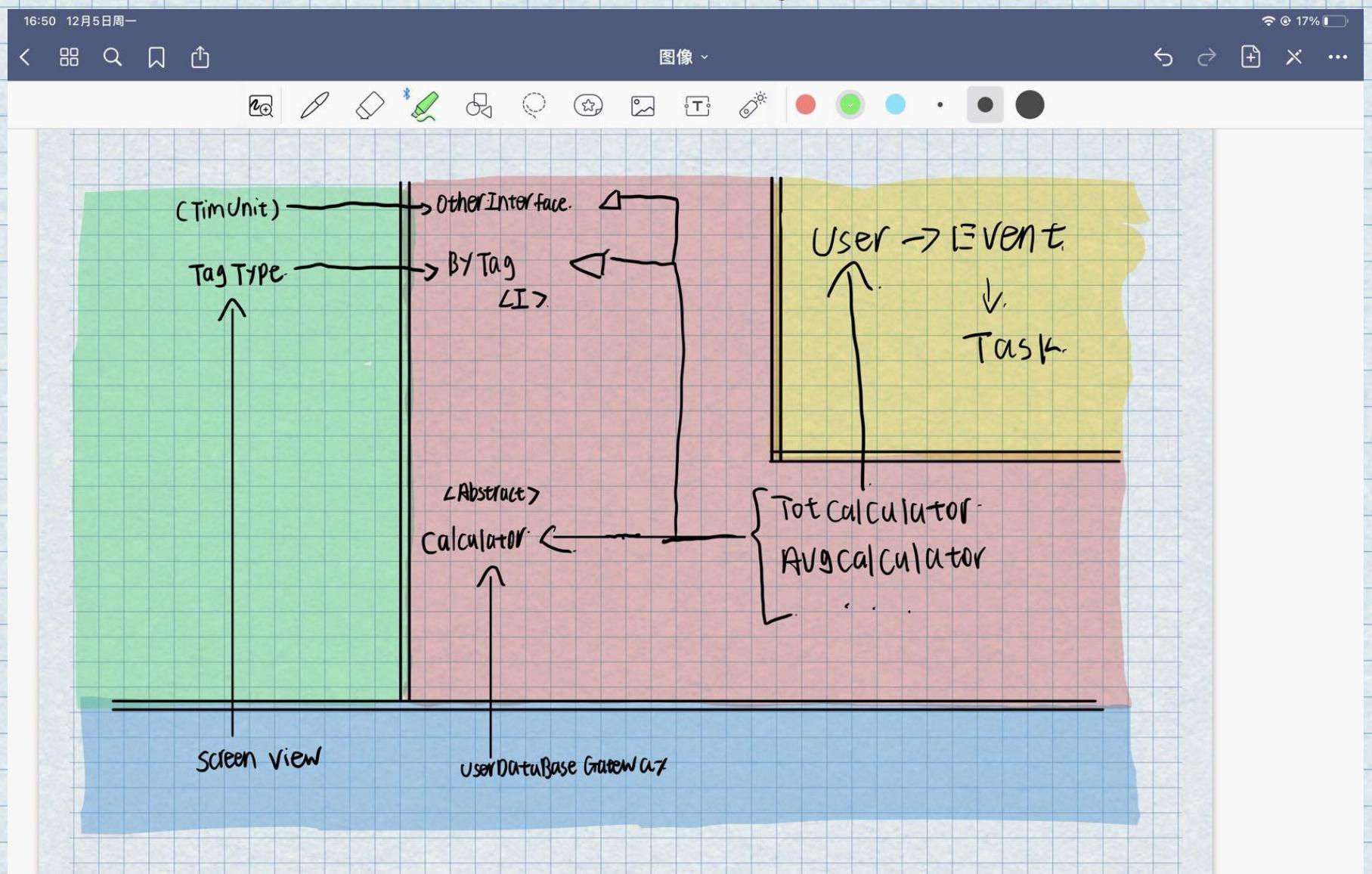
.



# Demo 1



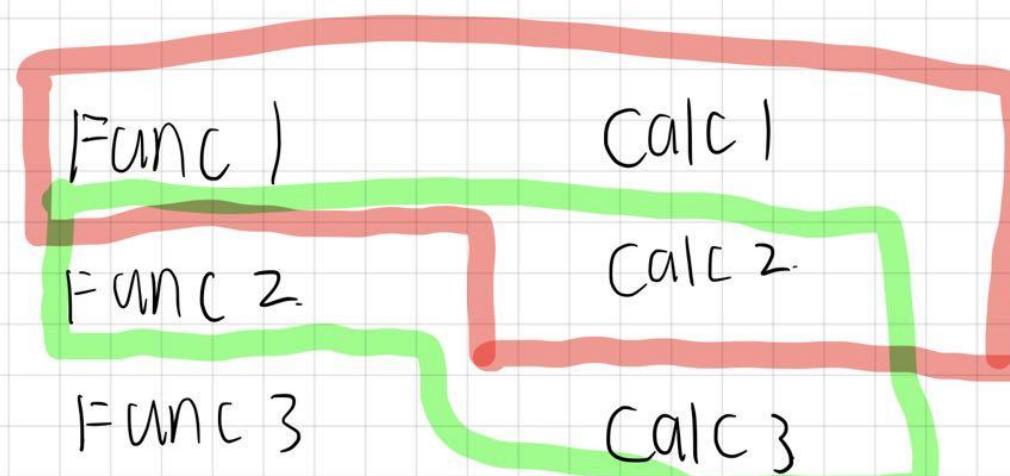
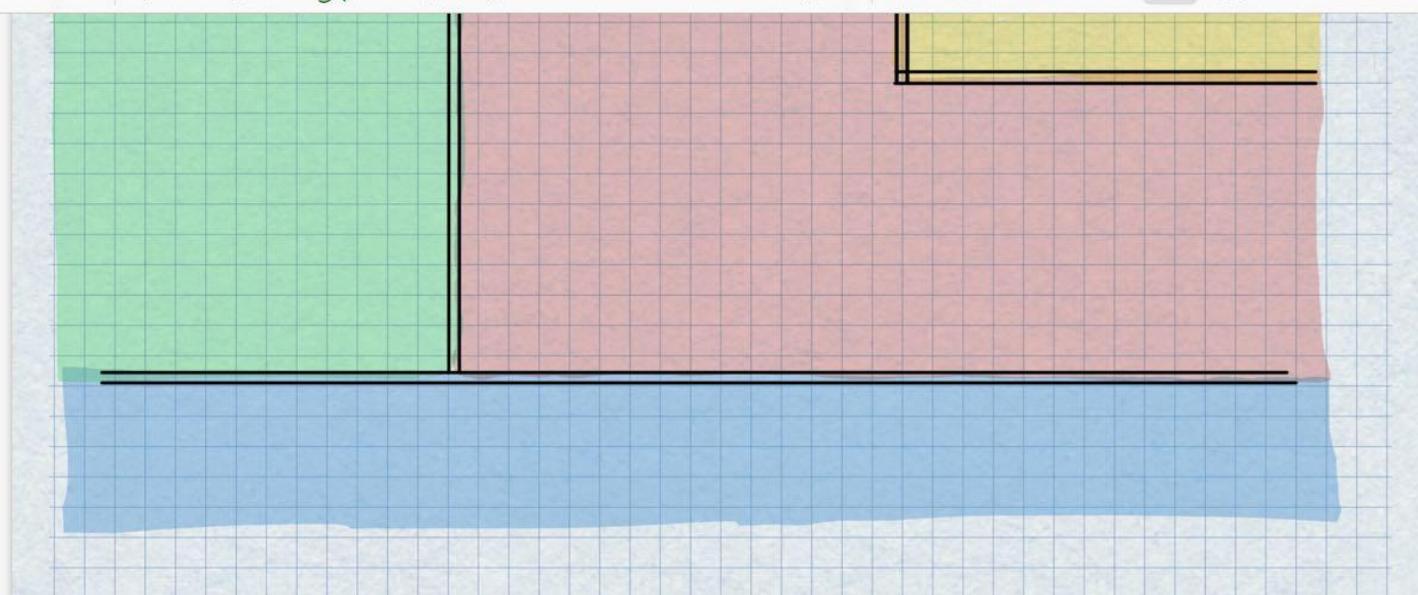
# Demo 1



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图像

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# ChatRoom text feature

Dawei He

# Sending a Message

controllers/presenters

UpdateViewPresenter

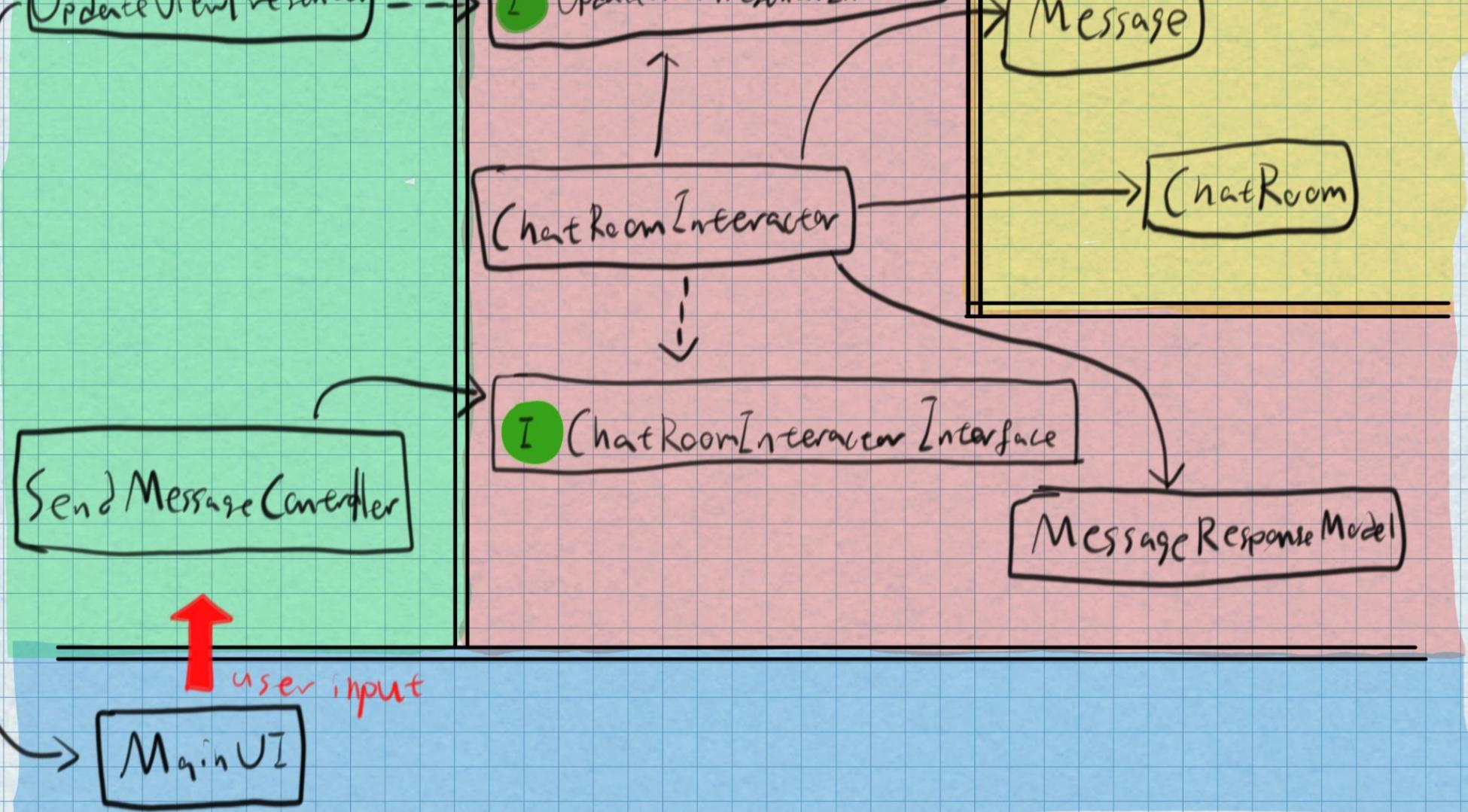
usecase

I UpdateViewPresenterInterface

Legend:  
A  $\dashv\rightarrow$  B: A implements B  
A  $\rightarrow$  B: A calls B

entities

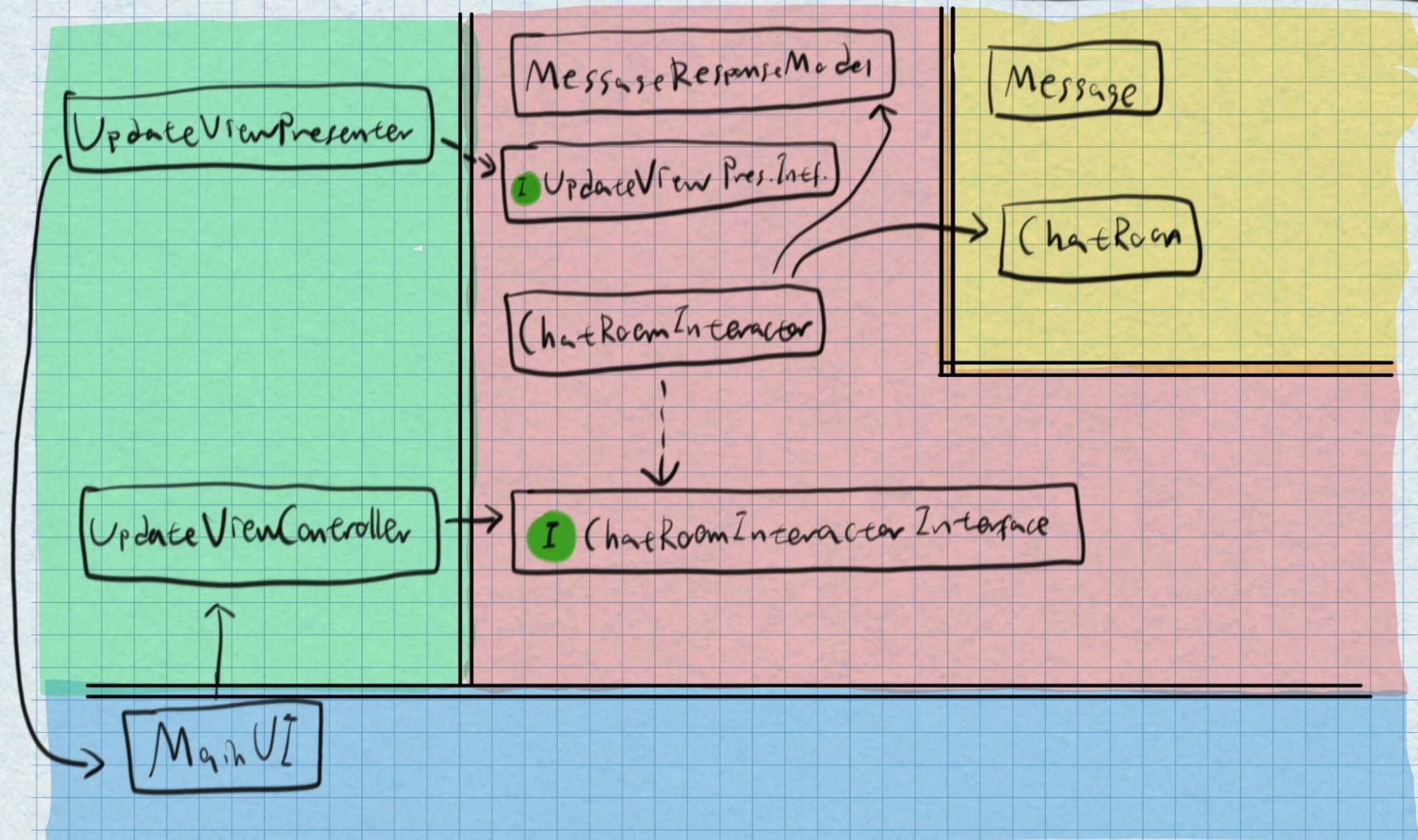
Message



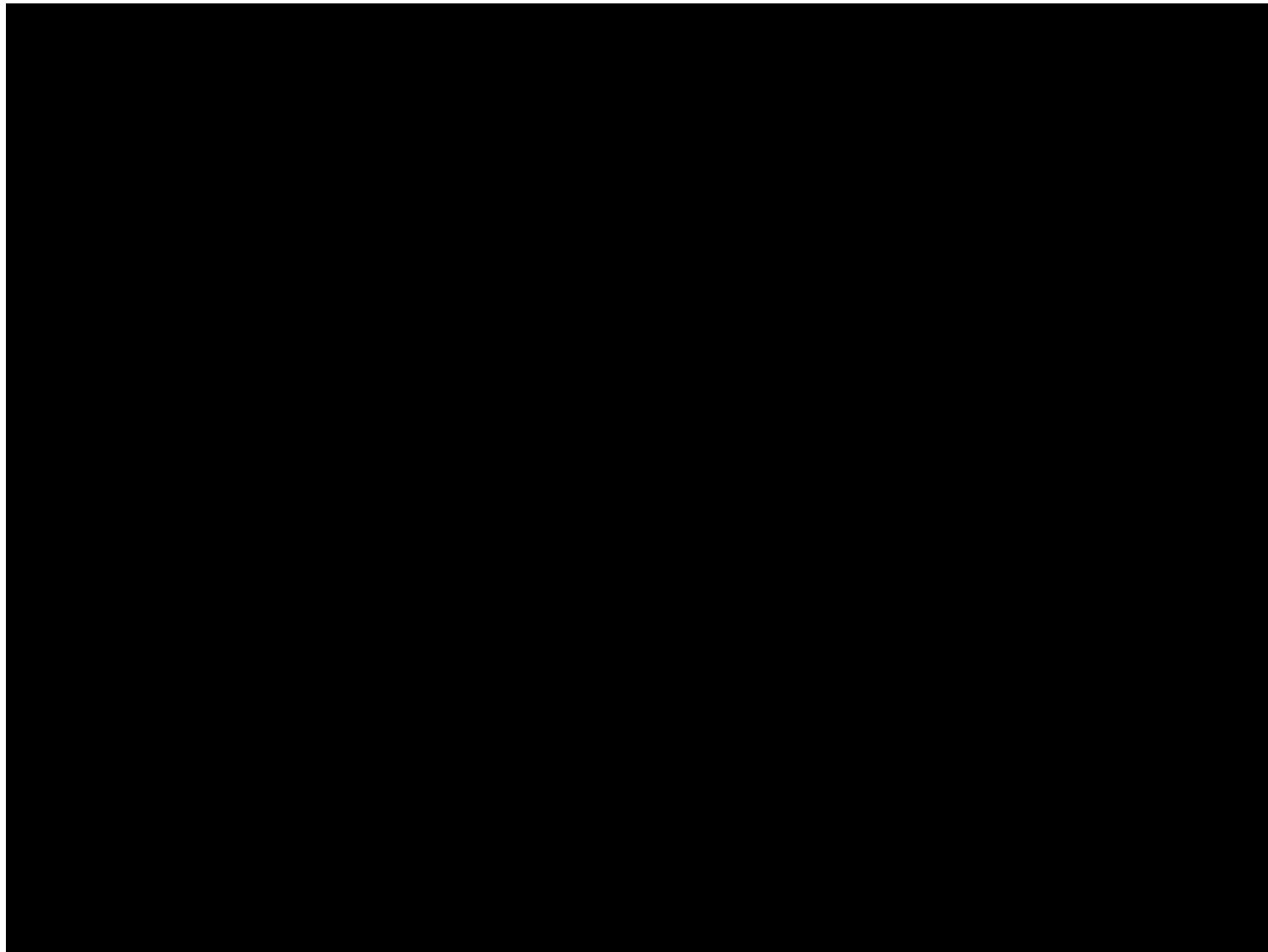
View and Gateway

# Scrolling through Messages

Legend  
A  $\dashv \rightarrow$  B : A implements B  
A  $\rightarrow$  B : A calls B

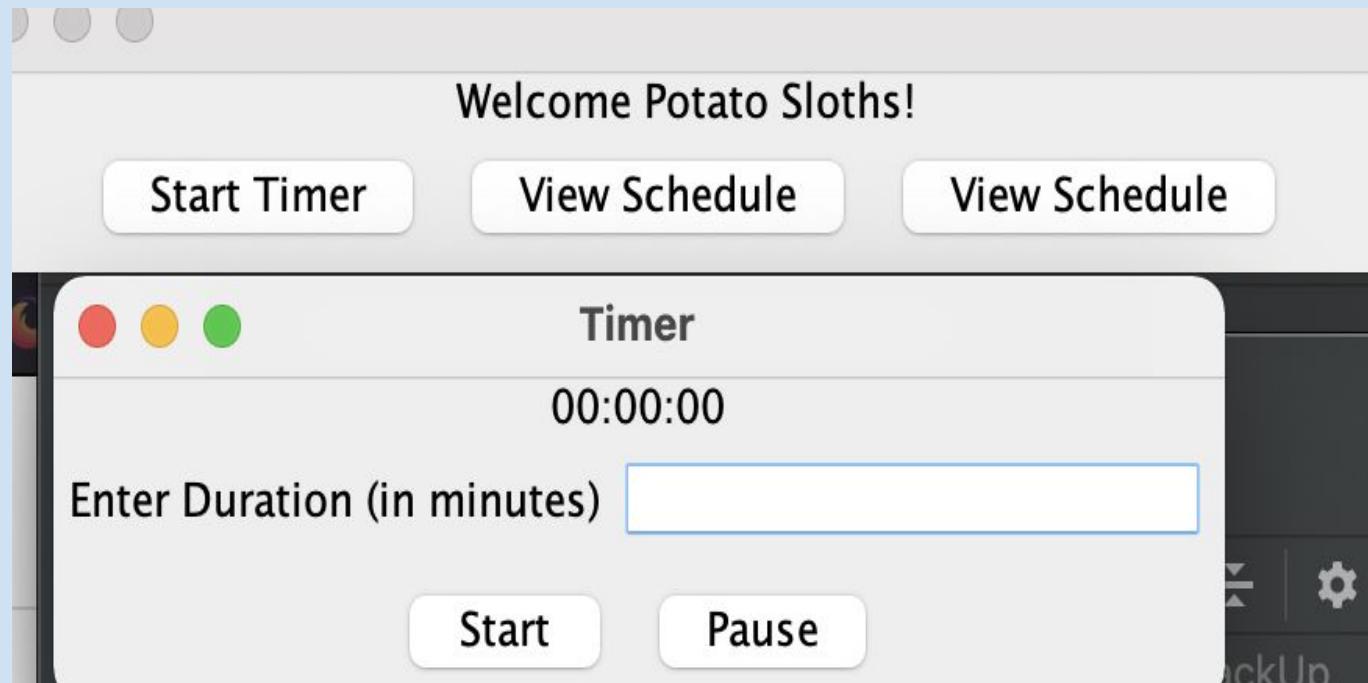


# Demo

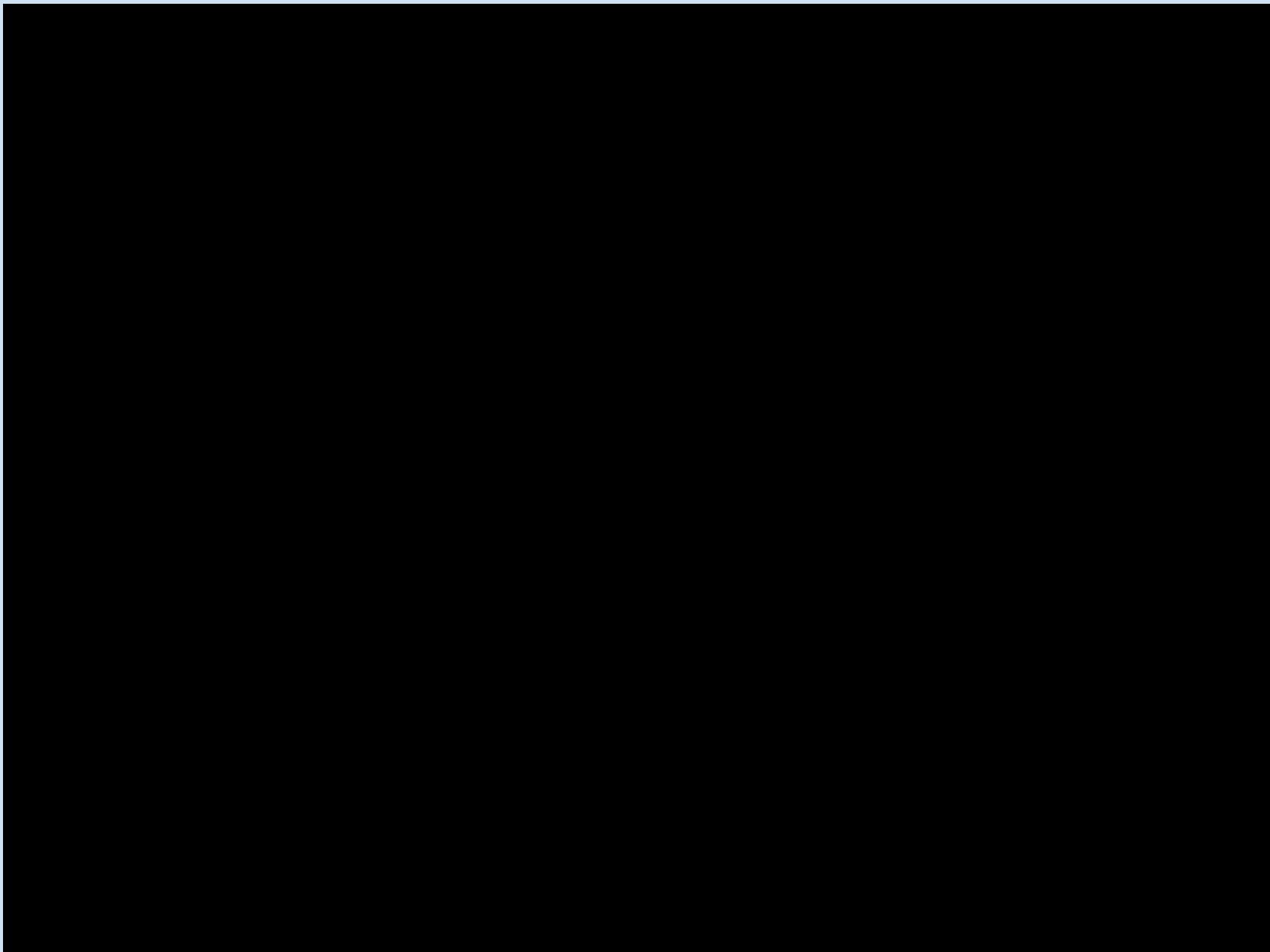


# Challenges faced in development

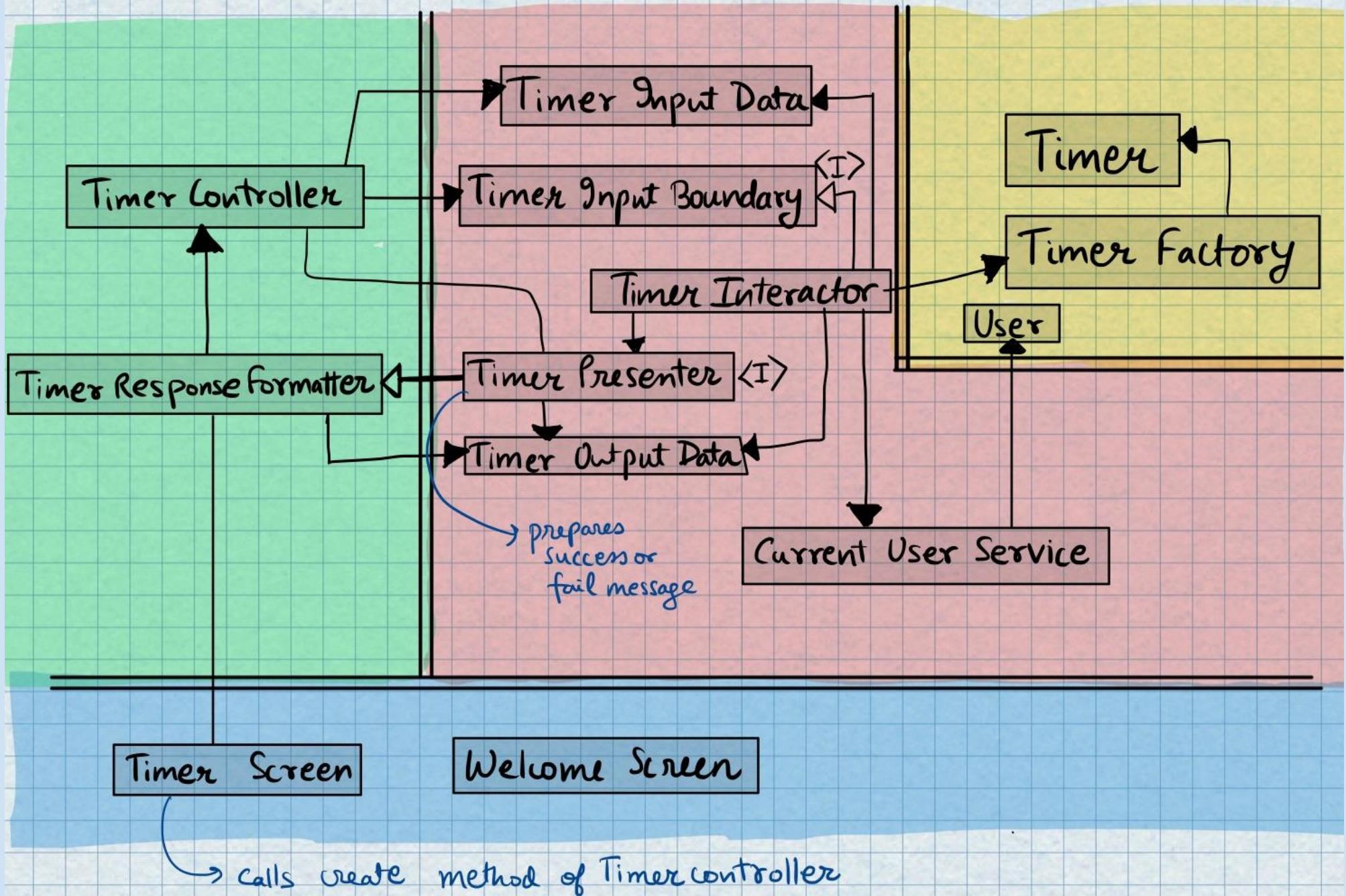
# Timer Feature

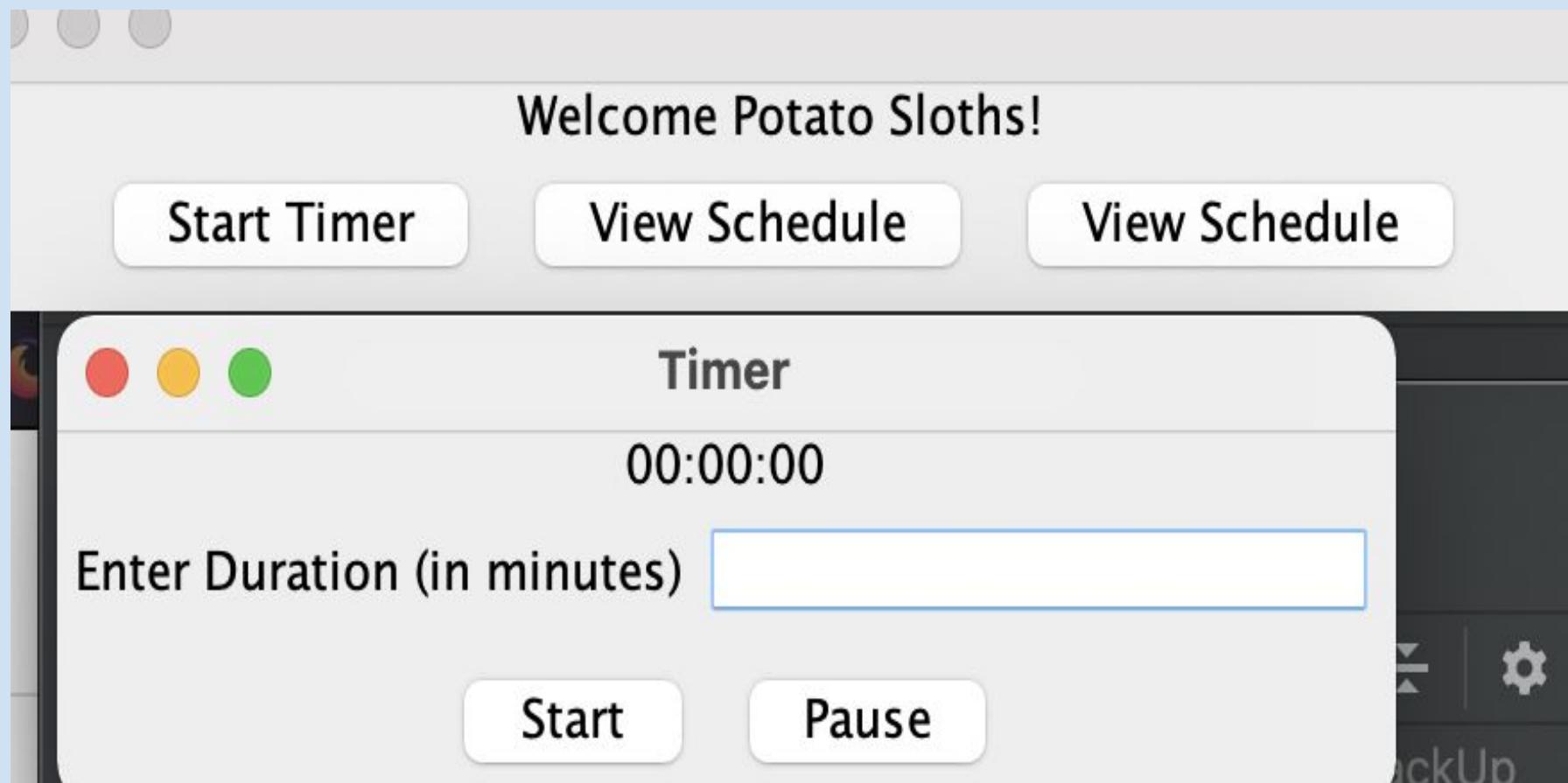


# Timer Feature: Demo



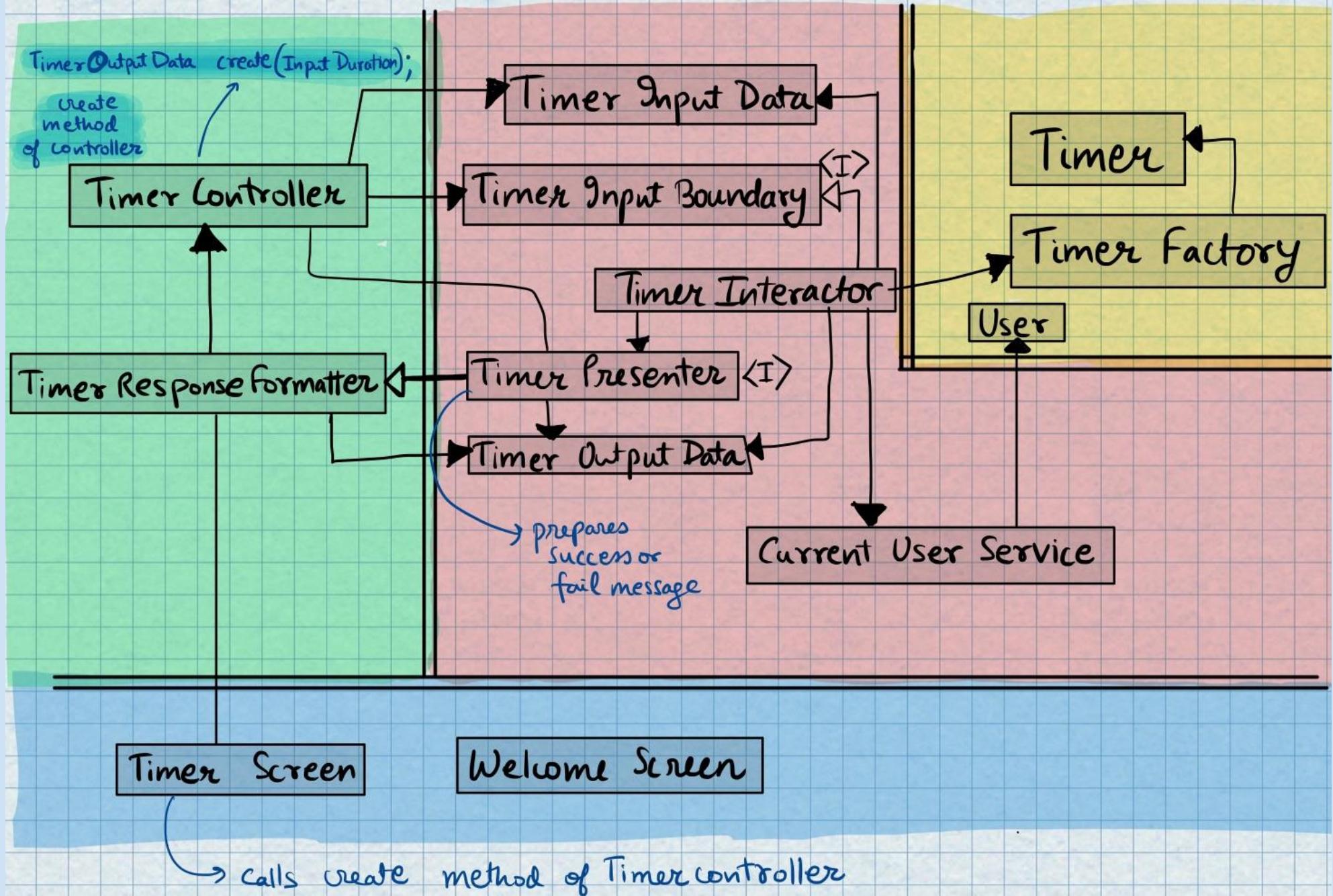
TimerMainGUI → acts like Main for this feature  
Main → main for the whole project application





TimerMainGUI → acts like Main for this feature

Main → main for the whole project application



# Challenges:

[https://www.reddit.com › learnprogramming › comments](https://www.reddit.com/r/learnprogramming/comments/3qjwv9/) ::

## Am I the only one that cannot understand what GitHub is?

Mar 7, 2016 — A short answer: **Github** hosts your files, there isn't a size limit, but if you're hosting big files, they will probably become upset.

Why is **Git/GitHub** so hard to **understand**? : r/learnprogramming Mar 30, 2018

I'm just now **understanding Git/GitHub** and I feel like I ... - Reddit Apr 29, 2021

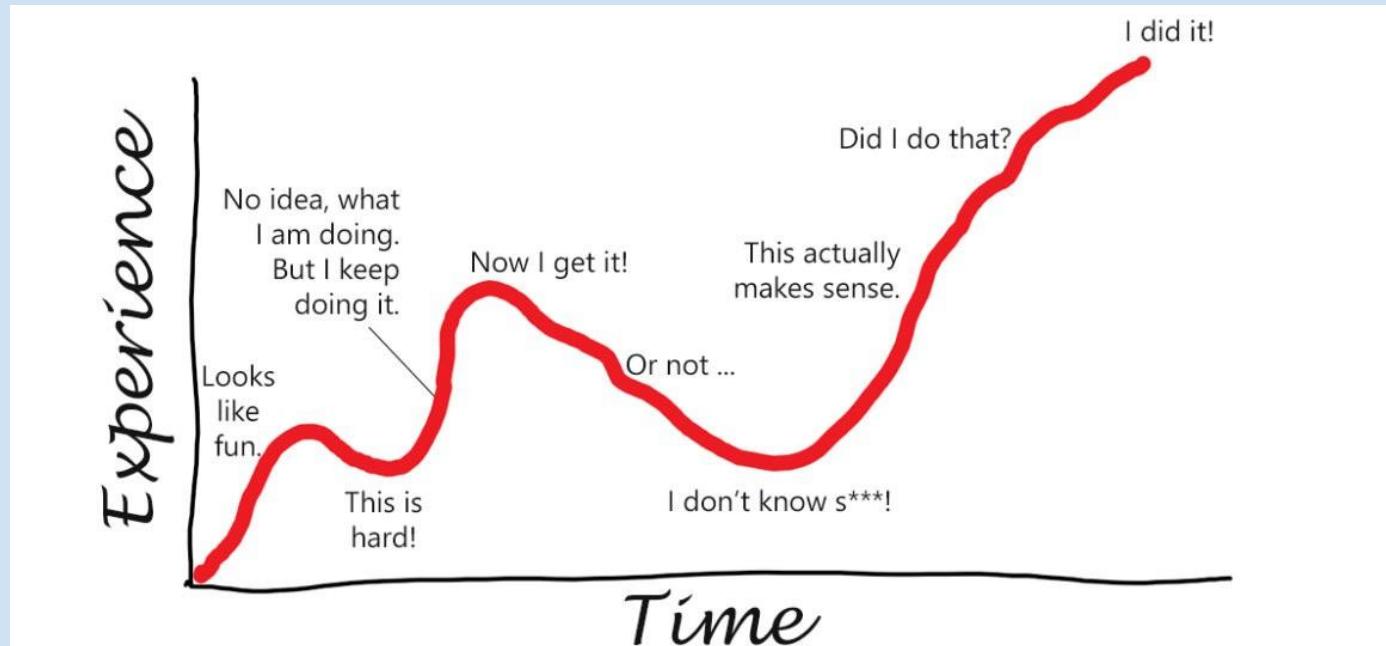
Throughout the project, I found working with git and github far more difficult than the actual programming or design.

However, I feel much more confident working with git now than I did in the beginning, so there is a lot of progress!

*I programmed something I can actually use myself.*

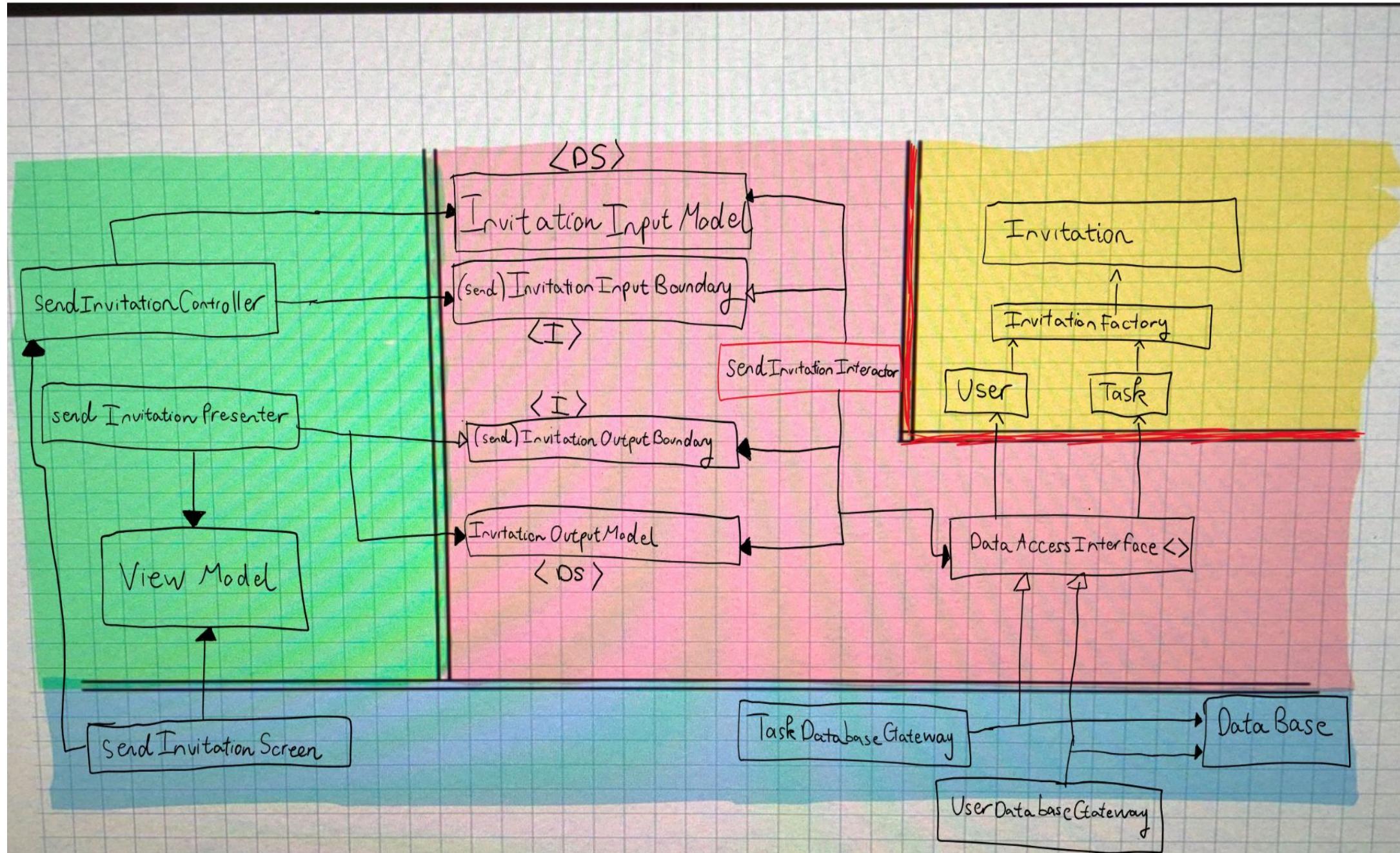
I feel much more confident in my ability to write clean code and take up more complex projects in the future.

Excited to work on more projects!

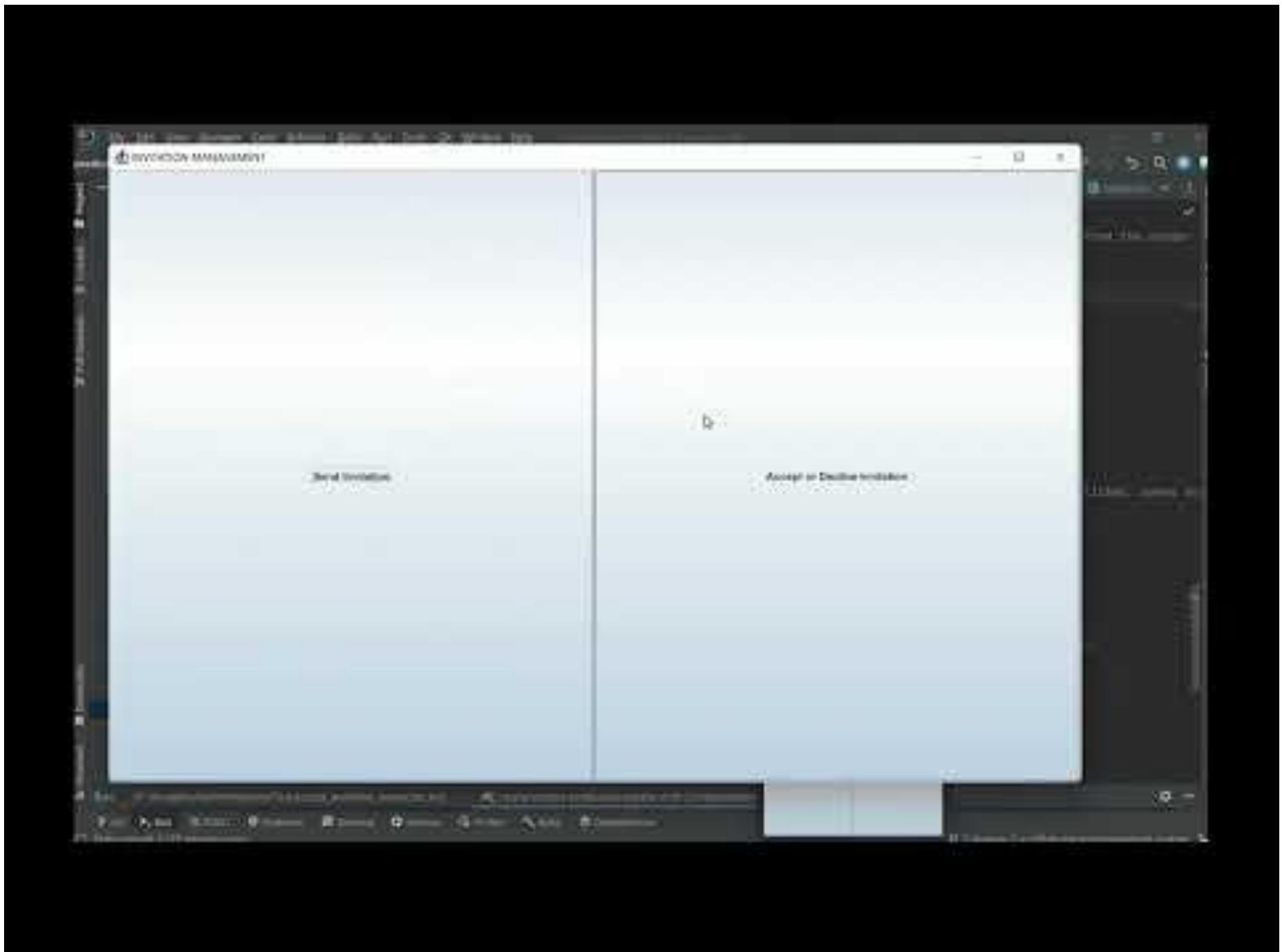


**Lesson: Don't be scared to try new projects on your own. It is not as hard as it looks.**

## Send invitation use case



# Invitation Management System Demo



**to conclude...**

thanks, Derek <3